

Monsters of the Rails

ATINY BEASTIARY FILLED TO THE BRIM WITH ANGRY BEASTS TO THREATEN YOUR HEROES



Bordercholly

For Use with The Knights of the Road

Monsters

A harmonious relationship with the land requires reciprocity. Capitalists, vampires, and both good and bad natured settlers have neglected that compact. Invasive beasts, hungry ghosts, and greedy men haunt these beautiful, but stolen landscapes.

Check out p. 14 of the Knights of the Road for notes on abbreviations.

Monsters from Electric Bastionland, Cairn, Mausritter, and related games can be plugged right in. Just change the Stats to Vim, Sense, and Wits, and Hit Points to Dumb Luck, and you're good to go.

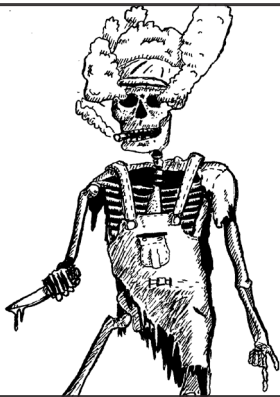
Cairn has great advice on monster creation.

A truly average creature would have these stats:

V:10,S:10,W:10,L:4,D:d6

Make adjustments around this recipe, add a quirk and drive, and enjoy your new monster.

Skeleton Rider



V:12 S:8 W:6 L:6 D:d6

Cursed souls bound to this world by contract, revenge, or pure rage. They often lie asleep until stirred by the presence of warm flesh.

Quirks: Baseball bats do x2 damage.

Drives: Depends on what has reanimated them. Roll **d6**, on a 6, the rider's old personality surfaces, and they may be friendly to you. Try offering them a smoke.

Railman



V:10 S:10 W:8 L:6 D:d6

Under contract of the evil, but wealthy, vampire barons. These men patrol the rail yards with flashlights and handguns, and are encouraged to kill any trespassers.

Quirks: Roll **d6**: 1=violent, 2-3=agressive, 4-5=indifferent, 6=helpful.

Drives: Make a few bucks, hold down their job, maybe get promoted, only a few are really bad.

Werewolf



V:14 S:13 W:6 L:9

Even gentle people can lose themselves in the thrill of violence. Some go too far and transform entirely.

Quirks: Can be damaged normally, but only killed by silver blades or bullets.

Drives: Human form seeks redemption. The wolf seeks only blood and domination.

Big Foot



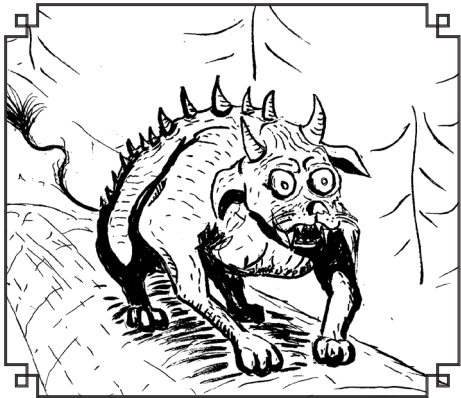
V:16 S:8 W:10 L:9 D:2d6

These friendly folk of the forested foothills of the Rockies have been driven deeper into the woods by hunters and farmers. While herbivorous, they are often blamed for wolf attacks and their rich coats are prized by the Vampire lords.

Quirks: They love music.

Drives: Solitude, snacks, and safety.

Hodag



V:14 S:8 W:2 L:8 D:2d8

Born from the ashes of burnt oxen, these moose-sized devils prowl the forests of the North Marquette, felling trees with their mighty paws. They are partial to eating porcupine and lumberjack. Their horns can fetch a pretty penny at market.

Quirks: They are excellent tree climbers.

Drives: To eat porcupines.

Vampire



V:8 S:12 W:14 L:10 D:d6

Vampires thrive in The Western States, controlling the railroads, oil rigs, lumber operations, and most other extractive industries. They are wealthy and well protected. Many keep their lairs in special rail cars.

Quirks: Must return to their coffin during the day. They can steal 2 **V** if you fail a **V Test**.

Drives: To control, extract, and alienate.

Sidehill Mountain Gouger



V:10 S:6 W:4 L:8 D:d8

These vicious critters roam the mountainsides of the Greene coal country. The legs on one side of their bodies are much longer than on the other, so they are stable on steep surfaces but can only travel in one direction around the hill they live on.

Quirks: They cannot turn around.

Drives: Chase off competition on their hill.

Jackelope



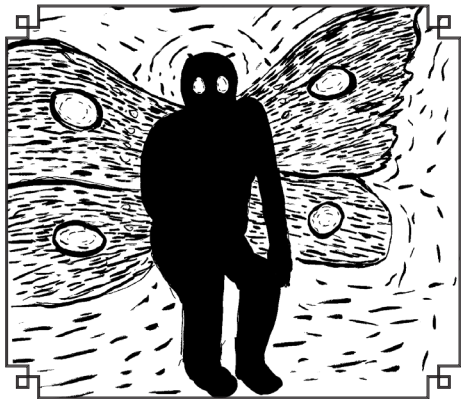
V:3 S:16 W:4 L:10 D:d4

Legends tell of a very brave, or very desperate little rabbit who's decendents still wander the hills and hollers out West. These little critters are fast; their horns are highly valued for certain properties old men hold dear.

Quirks: Powdered horn give **+d4 V** for 1 day.

Drives: Avoid being killed, and make more jackelopes.

Mothman



V:14 S:12 W:4 L:10 D:d8

Sherrif Jim Jackson of Centralia swears its just a giant crane named "shitepoke," but anyone who's seen its huge red eyes and beefy arms will tell you otherwise. These giant flying apes hunt for meat to bring back to their roosts.

Quirks: Irrestibly attracted to bright light.

Drives: To feed and nest.

Green Man



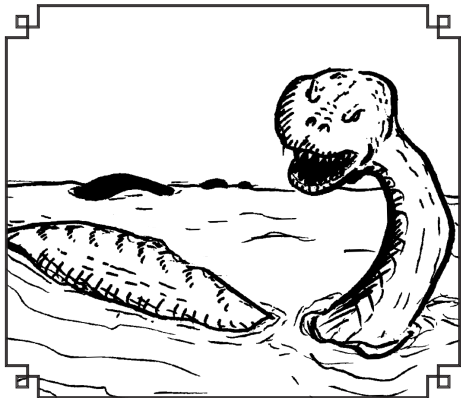
V:9 S:12 W:16 L:6

Every summer, the desert skies light up and glorious contraptions fall from the sky. Sometimes, these metal disks have little men in them. Watch out for these tricksters and their strange music.

Quirks: Actually time travellers who were aiming for Burning Man circa 2004.

Drives: Find electronic gizmos to repair ship.

Marquette Lake Monster



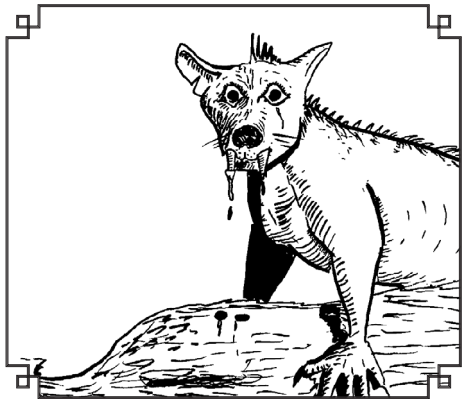
V:12 S:15 W:8 L:15 D:d10

The Devil Himself isn't sure exactly how deep Lake Marquette is. But in a pond as wide as salt water seas and so deep that azure blue fades to blackest black before you reach the bottom, the water holds horrors that only the corpses that litter the lake bed know for sure.

Quirks: There's always a bigger fish.

Drives: To drag ships down to build their nests.

Chupacabra



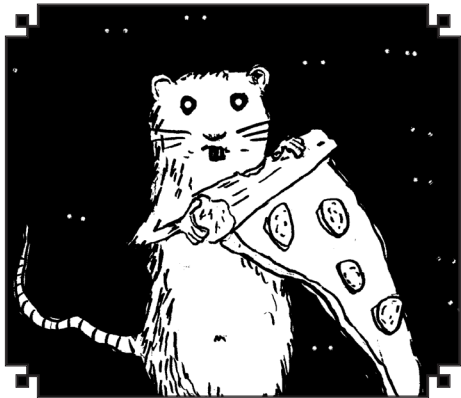
V:10 S:12 W:4 L:5 D:d6

According to some, these critters are just coyotes with scabies. But when the hell has anyone ever seen a coyote with scabies suck a goat clean dry of blood?

Quirks: Their enormous eyes make them very sensitive to light. After encounter, **Test V**, take a **poisoned condition** if you fail.

Drives: To drink warm blood.

Pizza Rats



One Rat: V:2 S:12 W:5 L:3 D:d4

Swarm: V:14 S:4 W:2 L:15 D:d8

Pizza is here. As the newest food craze sweeps the nation, the giant rats of her cities have developed a taste.

Quirks: When alone, they generally avoid humans. In swarms (10+), they hunt for salty flesh in lieu of pizza.

Drives: Why, pizza of course.

The Devil Himself



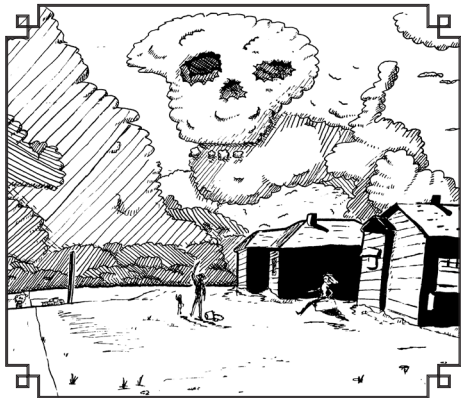
V:20 S:20 W:20 L:20 D:d8

Lucifer, Satan, Father of Lies, he has many names. He can be found at the crossroads at midnight. He offers strength, beauty, and wealth for a price. And when it's time to collect, he is relentless in exacting that price.

Quirks: Loves to play games, loves to cheat, but he will respect any wager *to the word*.

Drives: To collect souls, and torment good folk.

The Dust



V:? S:? W:? L:? D:?

What is The Dust? Where did it come from? Why does it kill? How does it choose? Can you stop it?

Your best option is to run, but a good gas mask might allow you to explore within its suffocating expanse.

Quirks:?

Drives: ?

